```
ngl::Geometry
# m VAO
# m VBO
# m EBO
# m vertices
# m indices
+ ~Geometry()
+ Render()
+ RecalculateNormals()
+ GetVAO()
+ GetVBO()
+ GetEBO()
+ Intersects()
# SetupMesh()
# Geometry()
  ngl::TriangleMesh
  + TriangleMesh()
    ~TriangleMesh()
```